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SACRAMENTO
AMIGA
COMPUTER
CLUB

Founded 1986

The General Meeting Will
Be On December 28th

Newsletter Contents

SACC meets at the Pacific Bell Auditorium, 2700 Watt Avenue (Near Marconi), on the 4th Wednesday of each month at 7:00 p.m. New members are encouraged to attend.

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last meeting, I stood up and asked for suggestions or comments about the 'zette. After receiving a round of applause (THANKS!), many people agreed that a "Letter to the Editor" section would be a great idea. If you have some gripe or compliment upload your letter to the

BBS. Be advised, I will not take verbal abuse, or letters that just seem to go on and on tearing up a club member or the editor. And most of all, if you don't have the guts to put your name on it, don't send it. Constructive criticism is welcome, but I don't want to turn this into a WBC bout. Letters may be edited for space and clarity(I've always wanted to say that!), and keep it around a 1/2 to 1 page(2500-4000 bytes). Until next month, have fun with all your new software and hardware!

It's time to ring in the New Year! I hope Santa brought everything you were asking for. Now it's time for my sales pitch(Read-skip to next paragraph). Still here? Good. What new software did you get for Christmas? Santa bring you that hard drive or maybe a new 2000? Well how about letting the members of SACC know. If you got some new(or old) software off the shelves for christmas how about writing a review for the club. Don't put it off. Several people come to the meeting, introduce themselves to me, and tell me they're working on an article. Sit down, click on your word processing program and start writing today. Your computer will probably error out, and tell you you have a virus or something, but once you assure it that this is a legitimate program and the Amiga has been known to be a word processor now and then you can start typing away. Its not as hard as you think, I sat down and wrote this piece in about 15 minutes. Once you get started the words just start pouring out, you don't know when to stop, they keep coming and coming, falling into place one letter after another, they form words, then sentence, then AHHHH hhhh hhjsdfks;la fofdif,(Does the club offer disability insurance?)

Remember election time is just on the horizon and oh boy, we get to review the famous SACC constitution! If things go as planned and we have the January meeting on 4th Wednesday, the 25th, I will be adhering to my deadline of January 8th for the February edition of the AMIGAZette like a fly on watermelon. The reason is, is that I will be printing the constitution, along with suggested changes to be voted on, in that edition. If you are a current SACC member come to this meeting and help decide the future of OUR club.

This AMIGAZette contains several "Letters to the Editor". To refresh those who may have missed the



I can sympathize with the letter from "The Unhappy User". Initial conversations with my first computer were disappointing. It seemed that no matter what I typed, my computer was programmed to respond "SYNTAX ERROR". I discovered that the computer doesn't know all, nor does it perform independently of the user.

A computer is more than a television with brains. Some people never get over this shock. Those people either sell their computers or let them collect dust.

If you have determination and patience you can tame the beast. Without those, it really doesn't matter which computer you use. The Amiga is one of the easiest computers to domesticate.

Computer clubs, like SACC, are formed to guide people who accept the challenge. We *are* enthusiastic. With patience, you will find out why.

--Linda Marquess



Letters to the Editor

As an Amiga user, SACC member, Amiga software publisher and developer, and Amiga retailer I must comment on the letter from the unhappy member.

I'm glad to be part of an organization that supports this fine machine and has the confidence to be able to publish a letter like that once in a while. The world is filled with unhappy consumers from autos to groceries. We are also bound to experience it in the Amiga world.

I love the saying "he got on his horse and road off in all directions." The Amiga is like that horse. It is many things to many people. That has to be one of the major challenges in retailing the Amiga. We sell a low price home type machine that also can do color print preparation, be used for professional MIDI applications, do accounting and business work, be used for graphic display and character generation on television stations, do serious word processing, and still be sold as a game machine.

Commodore-Amiga has the slogan "Only Amiga Makes It Possible." What they don't say is that after Amiga makes it possible, you have to do it. The thing is only a hammer. A simple tool. But, oh, the castles you or I can build with it.

I'm sorry that your first one was a lemon. Just as I've purchased my share of lemons (like a new \$10,000 car ten years ago that went one mile and quit running) I'm sure that wasn't the first lemon you've purchased nor will it be the last. It is an unfortunate fact of our economy. The best prevention or insurance against that is to develop a good rapport with a dealer that you can trust. A dealer who will stand behind his products and give you good service. And don't blame sales people for selling you a product. After all, they are sales people.

Deceitful sales people? Misinformed, maybe. Mistaken, possibly. Deceitful, I doubt it. If any of my sales staff is every dishonest I want to know about it. Computing is based on the free flow of

information. Having to know prices, availability, compatibility, how to play this game, how to load this program, how to use that utility, where is this kept, what issue was this review in, when will this program be out,

why did they raise the price, when will this event be, where can it be purchased cheaper, can you show me how to do this..... Deceitful? I doubt it.

Most of your comments had a central theme of "not meeting your expectations." Maybe as a consumer you need to do more homework and investigate these purchases a little more carefully. I wish the world was based on my expectations.

If there is one thing that most of us have in common is that with the Amiga we have fun. Sometimes we curse. Sometimes we get mad. But we have fun. Using the Amiga can be like one giant adventure game. To me this is better than any Infocom game. We have fun! If it's not fun....

*Dennis Hayes
AlohaFonts
Computertime*

I enjoy getting my Amigazette each month. As a rather unsophisticated Amiga user I appreciate the 'how to' articles. Guess that is why I always look forward to reading Ram@Home by Rob Super.

I was surprised to find the article Un-Happy User in the December issue. My first thoughts were, "Why would this article be published in the Amigazette?" But after some thought, I'm glad it was. As an Amiga owner, I hope I never get to the point where I believe no other machine can do anything as good as the Amiga. It just isn't so. I chose to buy an Amiga and I'm happy with it. That doesn't mean everyone is.

My congratulations that you would print Mr. Butterworth's article even though it might not agree with your personal feelings. I would hate to think our club was so paranoid that they could only print the positive and ignore everything else. After all, we have certainly taken shots at the Atari in previous articles.

Keep the 'how to's' coming,

John A. Wright



Happy User

In response to Mark Butterworth's letter to the editor in the last AMIGAZette, I would like to say I am one of the many happy Amiga users. Yes, I do this for a living, but I think the Amiga has something for both novice and professional computer users.

Hang in there Mark, the Amiga isn't that bad. Yes, my 1000 I bought several years ago only worked for a day, yes I know the 500's have been having quality problems. Yet everything I buy is this way; 90% of every stereo, phone, calculator or other electronic product I buy is broken before I get it out of the box.

I feel that even the most computer illiterate person can easily learn the Workbench interface on the Amiga. This allows use of most utilities with a very simple interface. Even most public domain software is usable from Workbench. As a user gets more comfortable with Workbench, they may want to start slowly easing into CLI. Unfortunately, you do need to get a third party manual for CLI as no documentation comes with the computer to explain it. This is not unusual, IBM (blech! there's that word!) doesn't give manuals with their computers either.

In response to Mark's conclusions:

1) The Amiga has been oversold as a marvelous and outstanding machine. Response: I think the Amiga

has been undersold. It is one of the most powerful machines on the market. As the Editor stated, Commodore does not have the slightest idea how to support it, and has no customer support at all (except for the new Workbench releases, I must say 1.3 is very nice).

2) Software seems too complex. Response: Yes, I would admit that some software is a little too complex. Sometimes it takes too long to learn how to use some pieces of software, and if not used often enough, you have to learn it all over again. I would think software like this is in the minority however.

3) I don't know what Mark's problems might be with multitasking. I can't think of any problems I have in this area except for some of the early programs where bad programmers went against the rules and did things like not returning memory to the machine, etc.

4) Animation & fancy graphics are just fancy tricks. Response: yes there is plenty of software that is of no use to me also, however that does not mean it is not useful to someone. Mark mentions database programs, they may be useful to him, but I have no need at all for one.

5) Salespeople deceive & reviews and articles are a pack of lies. Response: Yes, I have met a lot of salespeople that don't have the slightest idea of what they are talking about; and if you are trying to learn, you can't tell if they know what they're talking about or not. You must remember their job is to sell you something. There are obviously good salesman out there too. Most reviews I have seen are very helpful when I am trying to decide to buy something. Reviewers are only trying to help. Do you always agree with the movie reviewers?

I hope you get more comfortable with the Amiga Mark. I am sure you'll find helpful people in the club to answer your questions.

By the way, I would also like to say I am very impressed with the way the Amigazette has gotten better and better with every issue. Keep up the good work!

Steve E. Riley

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SIG LEADERS



By
Brian Cox



Audio SIG

Keep up with the fast paced world of Amiga music creation and sound sampling programs. Or just find out what may best suit your needs. It's all here, from the absolute beginner to the committed veteran. Call Sean Minot for details.

Desktop Publishing SIG

If the Amigazette is your goal then this is where you belong. Learn all the intricacies of Pagesetter and Professional Page.

Graphics SIG

When is the next version of DPaint coming out? How do you use the Modeler 3-D import mode on VideoScape? For these answers to these and many more questions go to the Graphics SIG. Learn whats going on in the amazing world of Amiga graphics.

Grass Valley SIG

For those of you in the Grass Valley area who have a hard time getting to the regular club meeting this SIG was made for you. Find out what happened and what new announcements have been made in the Amiga world.

MIDI SIG

This is a very popular SIG, however Dennis Hayes has been forced to step down from his job as it's leader. He extends the challenge to anyone who thinks they have what it takes. (Personal: This SIG is very popular and very useful to it's members. It would be a terrible shame to see it go just because no one is willing to lead it. GET THE HINT...)

Telecommunications SIG

Need some help with your modem. Having a hard time on the SACC BBS. Well then come one, come all because this is your place. Ron Finlayson, President as well as Sysop, hosts this SIG. So if he can't solve your problems with the Club board, no one can.

3-D SIG

Our world of 3 dimensions is one which the Amiga creates on it's monitor so well. In order to get the most out of Sculpt-Animate, VideoScape 3-D, and the others, or just to keep up with the 3-D market place, you need to go to this SIG. Learn all about the complex task of taking our 3-D world and putting it in your Amiga.

SIG LEADERS

Audio SIG	Sean Minot	481-2570	Contact Sean for information. 3010 Merrick Way The Computer Shop Home Federal Savings, Grass Valley
Desktop Publishing	Fred Sakai	488-4343	
Graphics SIG	David Coombs	823-2903	7401B Auburn Oaks, Citrus Heights Fair Oaks-Orangevale Library Contact Robert for date and location
Grass Valley SIG	David Bandimere	292-3769	
MIDI SIG	No Leader At This Time	635-6420	
Telecom SIG	Ron Finlayson	726-3709	
3-D SIG	David Coombs	823-2903	
Video SIG	Robert Guerin	721-3137	

If you have an interest in creating, leading, or joining a SIG, contact me or David Coombs.

To get up to the minute information on Club Activities call the SACC Hot Line at 991-0220

January 1989

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 Graphics SIG 7 p.m.	4	5	6	7
8	9	10 Telecom SIG 7 p.m.	11	12 BOARD MEETING	13	14 Newsletter Article Deadline
15	16	17 Audio SIG 7 p.m.	18 Desktop Publishing SIG 7 p.m.	19	20	21
22	23 3-D SIG 7 pm	24	25 General Membership Meeting	26	27	28 Grass Valley SIG 1 p.m.
29	30	31				



BURIED TREASURE

VOLCANO, CA -- The landscape around here is punctuated with manmade structures dating from the gold rush era. Old stores, lodge buildings and houses line the streets of now-quiet towns tucked into stream-cut valleys. The headframes of the Kennedy, Argonaut, Eureka and other hardrock mines are still among the tallest constructions in the county, topped only by power pylons, the occasional CDF watch tower and a few microwave relay stations. And, beaded across the swale between two low hills just outside of Jackson, the Kennedy Wheels are still remarkable in their size and engineering. Built just after the turn of the century, the wheels were a response to California's first recognized environmental crisis: they lifted the slurry from the Kennedy's stamp mill up and over a ridge, where it could be impounded without continuing to contaminate and clog the streams of central California. Almost hidden between the natural and the built landscapes is a third landscape, a kind of ghost landscape of natural materials unnaturally arranged, created by man but not built. It may appear here as a peculiar-looking hill, there as a sinkhole in an odd location, someplace else as an unaccountably tortured gully. These are the poorly healed scars of man's efforts to excise gold from the earth: the overgrown reminders of the digging, the blasting, the hydraulic mining, the dumping of immeasurable tons of tailings. And now, with improved technology in hand and an eye on the price of gold, people talk of reworking the tailings. There is still gold, missed the first time around, in them there artificial hills.

All kind of things get missed the first time around. Linda Marquess mentioned at the last SACC meeting that the November monthly disk contained a hidden solution for the DAD puzzle. That not only started me poking around in that particular disk, but also inspired me to go back and dig around in some of the earlier SACC disks. If, like me, you've been simply booting the monthlies and clicking the icons, then arm yourself with the CLI or a good disk utility and go look again: there's hidden treasure.

(I can't recommend too strongly that you get and use a disk utility. You *can* explore using CD, DIR, TYPE, etc., but it's like digging with a teaspoon. DUs are available commercially--CLimate comes to mind--but there are excellent ones in the Public Domain. Some of the latter are on AmigaLink [the club BBS] and on disks in the club library, and Lindsey Fong usually puts several on the library's catalog file

disk; there's a recent version of UtiliMaster, which is the one I like best, on the Sept 88 monthly disk.)

The disk's "c" directory is likely to be the most productive vein. If you list the directory and compare it with a list of the standard DOS commands you'll find some differences. The specifics will of course vary from month to month, but the changes fall into two categories: omissions and additions. Forget the omissions (they just represent commands that aren't used by the particular disk and so have been left out in order to save space) and concentrate on the additions: the "strange" files that aren't DOS commands.

If you've looked at a few "c" directories before you may recognize some of the additions. For example, "show" is a program file that is used to display a picture on the screen: it's often included on a disk so that the SACC logo or some other graphic can be easily shown. "Read" does the same for a text file. These little utility programs are now so common that there's usually no documentation with them. (But if you don't have them in your files, you might want to COPY them off onto another disk, as part of a collection of such utilities, for your own future use. Their use is usually pretty straightforward: "show art:portraits/Sam" would display on the screen the picture file "Sam" from the "portraits" drawer of the disk named "art".) But as new utilities come along they are generally documented. In the "c" directory of the Dec 87 disk, for example, I discovered "SSP" and "SSP.ReadMe". READING or TYPEing the latter file explains that SSP is "Sampled Sound Player"--it can be used to play back sampled sounds (sounds of engines, voices, birds, whatever,

"recorded" on an Amiga disk) even if you don't have commercial sound digitizing/editing/playing software: you can collect and use sounds just as, using "show", you can collect and use pictures.

Many of the programs tucked away in the "c" directory are not used by the disk itself, but are additional goodies you simply can't access with icons. I've discovered "NewScreen" and "NewScreen.doc" (Jul 88 disk, provides for a second Workbench screen with up to 8 colors); "BFormat" (May 88, formats disks with damaged tracks--just ignores the bad tracks so you can use the rest of the disk); "Undelete" (also May 88, retrieves a file you've mistakenly deleted); "Cal" (Sep 88, a "perpetual" calendar--prints [screen or hardcopy] any month/year you specify); "DiskWipe" (Nov 88, *quickly* deletes all files from a disk and renames the disk for reuse); "SafeBoot" (Oct 88, virus insurance: it saves the boottrack of commercial disks to another disk, allowing restoration of the track at a later date if it should become infected); and, especially nice, "SCS" (Jul 88, lets you automate the showing of a *series* of your pictures and includes several different wipes, fades, etc., to get you from each image to the next).

Not everything is in the "c" directories: examine the others as well. And be prepared for some surprises--some files are not "practical" programs. (Try EXECUTEing the "DareYa" file in Jun 88's root directory--but I found I had to delete a file from the disk [from a *copy* of the disk!] to make room for this to work.) Watch for filenotes (it helps if you use a directory utility that flags the files that have notes) and read them. (That, as an example, is where you're told that DareYa has to be EXECUTed.) And see if you can find, and get into, some directories that have no names!

Finally, and especially if a disk has an elaborate introduction sequence (changing graphics, sounds, elaborate menus), read the "s/startup-sequence" file. Following it through carefully, figuring out what it does at each step, can reveal what some of the undocumented files do and how to use them.

The fact is, there's almost as much stuff hidden beneath the surface of the monthly disks as there is on the top. Just get your tools and start looking. There are some neat things in there, the search can be as much fun as an adventure game, and it's a great way to learn about directories, files and startup-sequences.

And yes, I finally dug out the DAD solution.

* * *

Erratum

There was a typo (my fault) in last month's column in the program listing. The 15th line down should read: $F=INT(RND*100)$ (in other words, change what appeared as "8" to "*"). Sorry.

* * *

Merry diskmas to all, and to all a good byte!

Annual Report on funds of SACC

Beginning balance:	\$2430.04
Current balance:	\$2480.09

Deposits:	\$8459.30
Debits:	\$8409.25

Income:

Dues	\$3645.00
New Member Fees	\$1125.00
Ads	\$1043.00
Disk Sales	\$1820.00
Misc.	\$ 826.00

Expenses:

Newsletter	\$2513.57
Misc Printing	\$ 631.81
Postal	\$ 390.54
Diskcopy	\$2085.47
Library	\$ 215.31
Hardware	\$1102.61
Bank Charges	\$ 98.40
Shareware	\$ 80.00
BBS	\$ 515.33
Misc.	\$ 776.21

Property:

Hardware	\$4237.24
Software	\$ 734.07
Misc Property	\$ 367.81

QRT
General Concepts in Ray Tracing
by Mike Wallace

QRT (Quick Ray Tracing) is a public domain ray tracing package that allows an Amiga user to generate very good ray-traced pictures. You must be familiar with the CLI and have a working knowledge of geometric shapes and three-dimensional cartesian coordinates. I didn't say you had to be an expert in the field of geometry or algebra! You can learn what you need to get started; or ask someone. I'm sure you can find someone in the MAG group that will be happy to assist you.

The QRT package comes with one-hundred pages of good documentation that includes examples (that work) and three programs that must be run from the CLI. They are called:

QRT

This program reads SCRIPT files that you create and generates a 348 000 byte computer independent file that can have 16 million simultaneous colors.

QRTPOST

This program reads the 348 000 byte computer independent file from QRT and creates a file that can have up to 4 096 simultaneous colors for the Amiga. This is the limit of colors for the Amiga if you don't have the half-bright chip.

RAY2

This program reads the 4096 color file from QRTPOST and does two functions: 1) displays the ray-traced picture on the screen and 2) writes an ILBM (Inter-Laced Bit Mapped) file that can be viewed by various public domain 'IFF viewer' programs.

Another public domain program called 'SCRIPTOR' not part of the QRT package is useful for generating most if not all of the script file QRT expects. SCRIPTOR can be run from an icon. SCRIPTOR has gadgets that you click on and you will fill in the answers to the questions that it asks. When you exit the SCRIPTOR program the script file will be created. The script file is a free-format text file that describes the picture you are going to create. You can always create/edit the script file with your favorite editor. Three elements are required in QRT to generate a picture.

They are: 1) a scene 2) a light source and 3) an observer. If you think about it these are the same elements that are used in photography. These three elements will be discussed as they pertain to ray tracing.

A scene is made up of one or more primitive objects

(sphere ring parallelogram triangle or quadratic). Each object is assigned physical characteristics (color mirrored transparency etc.).

A light source is required to generate the 'rays' that illuminate the objects. That is where the term 'ray tracing' comes from. Approximately 128 000 rays are traced in from the light source to the objects in a picture. If the physical characteristics of the object can reflect light then the ray will 'bounce' off the object and continue. There can be multiple light sources in a scene and the color of the light sources can be altered. The default color of the light sources is 'white'. The distance the light source is away from the objects determines the intensity of the light on the object.

The observer is the location in the scene where the objects are viewed from. Think of the observer as being a camera. The size of the objects in your picture is governed by the distance the camera is from the objects. If you don't aim your camera in the right direction your picture won't have any objects in it. I know I have done this a few times.

QRT has the most readable script files that I have seen. Some other ray tracing packages have a very cryptic language for entering the data that describes the objects for a scene. The script files of QRT allow the user to put comments throughout the file. This can be great help when you have to remember "Was this triangle part of this object... or this object?" in a script file.

Generating any ray traced picture with a ray algorithm is very time consuming but this is the fastest one I have used. It normally takes 2-3 hours to render a picture with a minimum of objects and light sources. I have spent 12-24 hours rendering the same type of picture with other ray tracing packages. The only feature that I wish QRT had would be a preview mode. This preview mode would allow you to see a wire-frame or rough view of the scene prior to spending all the time rendering the pictures. I have spent a lot of time rendering pictures just to find out that the camera was too far away or pointed in the wrong direction.

QRT will run on a 512k Amiga system with one drive but you cannot make use of the RAM disk to store your 384 000 byte file. You might ask Why does the file need to be stored on a RAM disk anyway? . The reason is that your floppy drive will run for 2-3 hours as the 348 000 byte file is created. I am fortunate enough to have a 1 megabyte of memory on my Amiga. I will describe the steps that I follow to generate a ray traced picture using a RAM disk.

For this example let's say our picture is called 'TEST' and the QRT package is in DF1:.

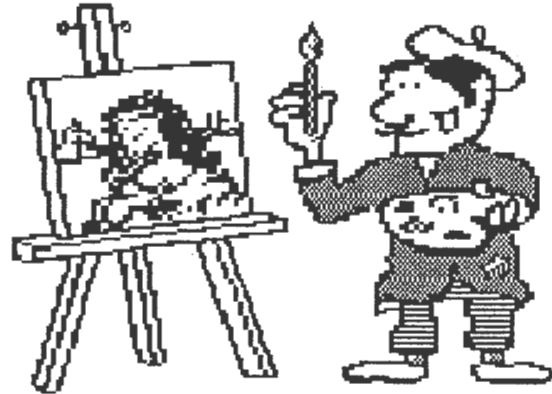
1) Use SCRIPTOR to create a script file called TEST.QRT. (.QRT is the normal extension for the script files.)

- 2) Get into CLI.
- 3) Set the STACK to 40000. (STACK 40000)
- 4) Connect to RAM: (CD RAM:)
- 5) Run QRT by entering: DF1:QRT <DF1:TEST.QRT >TEST.OUT (Notice the use of '<' and '>' which redirects files. TEST.OUT will contain some statistical data for the scene when the rendering is complete. If the syntax of the script file is correct the program will run for a long time. (The name of the 348 000 byte file comes from the name in the script file. Normally the extension of the 348 000 byte file is .RAW).
- 6) Copy the RAM:TEST.RAW (348 000 byte file) to a floppy disk in case something goes wrong.
- 7) You are ready to run QRTPOST by entering: QRTPOST RAM:TEST.RAW RAM:TEST.TMP (The .TMP extension is a requirement for RAY2).
- 8) Delete TEST.RAW from RAM: (This is done to free up some RAM/MEMORY)
- 9) You can now generate the picture. You enter: RAY2 TEST (Notice you don't enter the extension. RAY2 looks for .TMP. The picture will be generated on the screen and a file called TEST.ILBM will be generated on the RAM disk.)
- 10) Copy your finished picture to a floppy from the RAM disk. Since the Amiga is a multi-tasking

machine you can do other things while step 5 is running (AS LONG AS YOUR APPLICATION DOESN'T USE UP A LOT OF MEMORY). I usually start up step 5 turn off the monitor (not the computer) and go to bed. I can check the results when I get up in the morning. QRT is a great way to learn about ray tracing. Use your imagination spend a little time and effort and you will be amazed with the results. A special thanks should be given to the authors that generate great public domain software like QRT.

Happy Ray Tracing!

(Article From MAGazine, Mephis Amiga Group)



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Sword of Sodan - Zero Gravity - T.V. Sports Football
Tetris - Dream Zone - Pres. is Missing - Int. Soccer
Foundation Waste - Operation Cleanstreet - Space Racer
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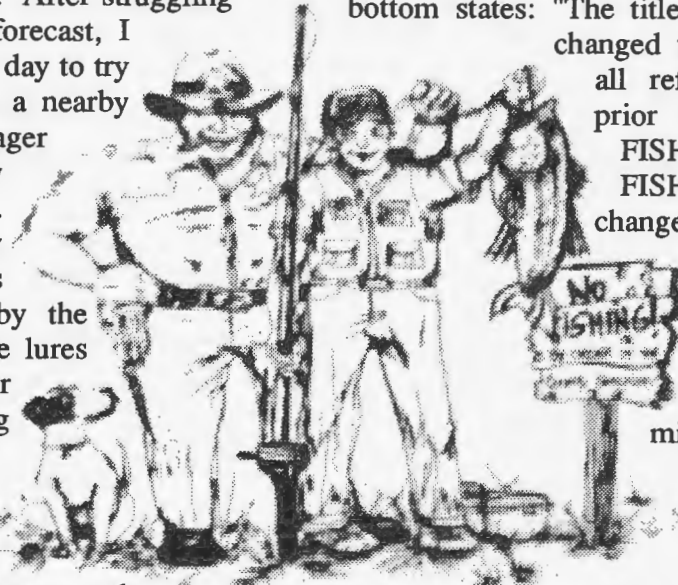
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Reel Fish'n

by Robert Du Gaue

It promised to be a brisk morning. 5:30 a.m, the sun was just peeking over the horizon. After struggling out of bed, checking the daily forecast, I determined today would be a great day to try my luck at some bass fishing at a nearby lake. A quick call to a few ranger stations and it seemed Willow Lake was the hot spot for the day. Checking my wallet for gas money and boat rental I speed off towards my destination. A quick stop by the Tackle Shop to stock up on some lures and supplies. That depth finder sure looks nice, but at \$500 big ones I'll have to do some saving.

The lake looks great! A little cloudy, but that's perfect for bass fishing. After looking over several lures, I decided to go with the "My-O-My", considered a Crank Bait, it floats at rest and dives when cranked in. The first few casts and all I get is a



Grade A bass. Tomorrow will be another day, as I reach over and turn my Amiga off.

What? My Amiga? That's right. Like other fantasy games, this one fits kind of into that category. REEL FISH'N is a Bass fishing simulation by Interstel, the same people that brought you EMPIRE. Although the manual says GONE FISH'N a sticker on the bottom states: "The title of this game has been changed to "REEL FISH'N" and all references herein and all prior references to "GONE FISH'N" now mean "REEL FISH'N". Strange way to change a name of a program.

Anyhow, the documentation is excellent, but this is the type of program that with a few hits and misses you can be on your way to the lake with little reading. Make sure you look over the part of catching

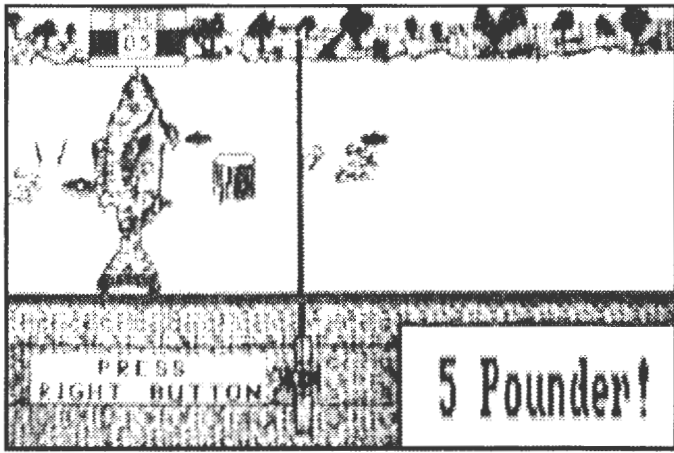
the fish and reeling it in though, or you may get a little frustrated when you keep lose'n them.

They call it a simulator and they mean it. Like real fishing, a few unsuccessful attempts and boredom can set in. If you don't get anything after a number of trys, start switching your tackle, and if that doesn't work weigh anchor and move on. After all, isn't that what you would do in "real" life? Make sure to click on the book in the kitchen for a few helpful hints on catching the big one.

My only gripe is the startup sequence. Interstel uses an old, almost graphic-craft type screen to show their not so great logo and at the same time playing some crude squeaky type music(same sequence in Empire). Also, once you get into play, it seems that no matter where you cast off, even towards the middle of the lake, you get the same shore scene. They do cycle colors to simulate cloudiness and an occasional lightning bolt, but for a simulation a little more effort should have been put into the shore scenes and backgrounds. While the background is mediocre, the sounds are great. The game itself has some excellent digitized sounds, and every now and then a few birds can be heard whistling, my dogs even perk up and start sniffing for those critters! Thunder during a storm is very realistic sounding.



few weeds, but then I STRIKE it. What a whopper! 12 pounds! Another one, this time 5 pounds. Hey, I'm on to something! A few more days like this and maybe I'll enter an upcoming tournament with a first place price of \$3,000. Forget the depth finder, I'll buy my own boat and tear up the lakes! When I'm finally done, my total catch is over 65 pounds of



If your looking for a change and something different, I recommend this one. If your impatient and get bored easily skip this and go for an action arcade. REEL FISH'n can be addictive and searching for the "BIG CATCH" can make the hours pass. My only problem is trying to get that fish smell out of the keyboard when I'm done playing!

(Thanks goes to Linda from CANDY COMPUTER for providing me with the software. REEL FISH'N is available for \$34.95, Candy Computer rental members receive an additional 10% off.)

From the Librarians desk of Lindsey Fong

The next SACC Library Outing will be held at Candy Computer on Saturday, January 14th from 11:30 am to 5:00 pm. I would like to thank Bob Hathaway and Kenny Smith for assisting with the library outings! Your assistance is really appreciated!

Current inventory includes:

Series	Disk Vol
Fred Fish	1-162
Amicus	1-26
New Age PD	1-25
Club Lib	1-165
FAUG	1-85
T-BAG	1-24
SACC	1.1-3.12

We have received some notable demos courtesy of The Computer Shop:

CLUBLIB 153 True Basic Mathematics
 CLUBLIB 154 Video Titler - Sample Output
 Demo -

CLUBLIB 159 Superbase Professional
 CLUBLIB 160 Deluxe Print II
 CLUBLIB 161 Professional Page
 CLUBLIB 162 ProVideo Plus - Sample Output
 Demo -

We have also received the Tampa Bay Amiga Group (T-Bag) disks 1-24. They are nicely assembled disks worthy of your attention.

If anyone would like to volunteer to update the Softwood File databases, please contact me at the General Membership Meetings or call me at 682-8872. I could sure use the assistance.

Well that's it for now... Please remember there are three drop boxes located at Candy Computer, Computer Time, and Software Plus.

Status Report from the Nominating Committee....

The January Annual SACC Business Meeting will be on Wednesday, January 25th, at 7pm at the Pac Bell Auditorium (vicinity of Watt and Marconi). Elections will be held for SACC Officers and two Director positions.

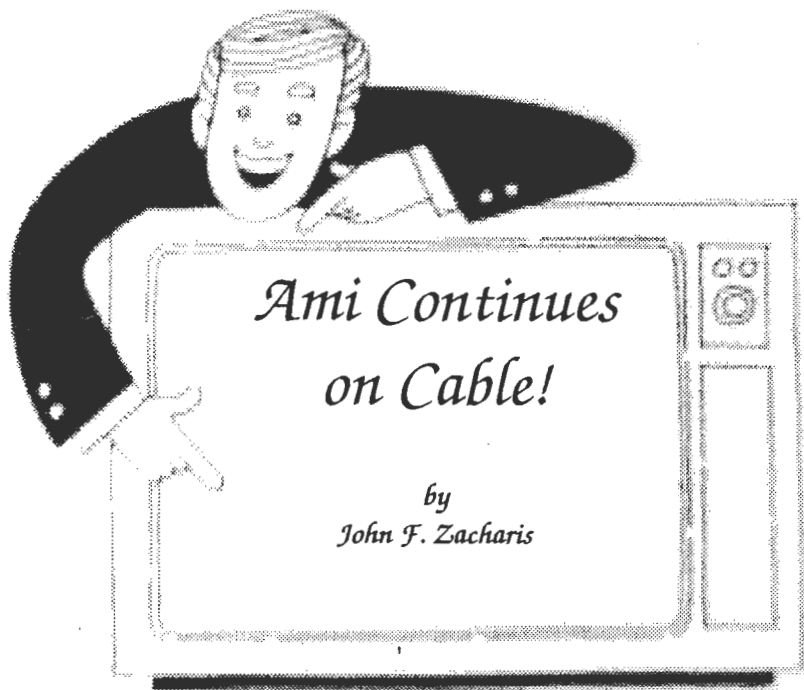
The current nominations for the SACC Board of Directors are:

President	Linda Marquess
Vice President	?
Secretary	Bob Griffith Brian Cox
Treasurer	Mark Palmer
Director (2 positions)	Robert DuGaué

If you would like to run for a position, please contact Dave Wingfield (349-2231) or Lindsey Fong (682-8872). We would like to have additional nominations for all positions

For Sale:

Amiga 1000 with 1MB RAM,
 Timesaver clock, ext. Amiga floppy drive.
 \$740 or make offer, complete system,
 or separate parts.
 - Evenings or Weekends
 Steve @ 677-8503



One of the first locally produced Community Cable shows to make use of the AMIGA for both character generation and animation will air on Sacramento Cable Channel 47 on Thursday, December 22, at 6:30 p.m. The show is "Wulff Pac - We are Family", an hour long music video featuring the very talented local Wulff family. The show is being produced by Sacramento Community Cable Foundation community producer of the month, and SACC member, Jan Zacharias.

Not only does "Wulff Pac - We are Family" use the Amiga for all show titles, but one of the musical numbers features live action combined with video animation ala Roger Rabbit. The musical number is "Purple People Eater" and features an out of this world alien (the Purple People Eater) landing on Earth, then watching the Wulff's on a "Purple People Eater" television, and finally joining the group in a little "out of this world" dance.

Jan developed the titles and animations using her Amiga 500 with 3 megs of memory. The fonts were all brought into TVTEXT from Zuma.

Since I have the standard fonts permanently in RAM, she could use the fonts from the TVTEXT program in df0 or put another font disk into df1 for greater variety. TVTEXT has another feature Jan liked. The gradations made a spectacular background for her logo at the end of the show.

Deluxe Paint II is her workhorse paint program because, though it doesn't have the gradations possible with HAM, it is so versatile and immediate that she feels unlimited by the constraints of some "technological wonders," which leave you wondering why you can't do this and you can't do that. At least that is the way she has expressed it. But she admits

that she wasn't attempting 3-D effects or complex shading in this video.

"I'm really excited about trying some of the 3-D programs, especially for Video," she said, "but it's going to take more time than I have had so far, just to figure out the software.

And there are so many different kinds of good looking art styles that I want to try next.

"Purple People Eater" is a cartoon and I had fun. He just popped out when I started to play around with the mouse in DPII. I tried simplifying as many steps as possible, like copying arms and turning them around, but he seemed to have a life of his own right away."

All the fonts were utilized by TVSHOW, also by the Zuma group. She would get frustrated at the slowness of loading each page or object, because the timing wouldn't always match the demands of the video picture and music. Basically, she set up each page in the script, with Keywait for some control over the appearance of each next picture or font, then loaded the script into ram for speedier play. She wasn't always careful about consistency in palette, so you will see a variation between the white letters loaded in as a

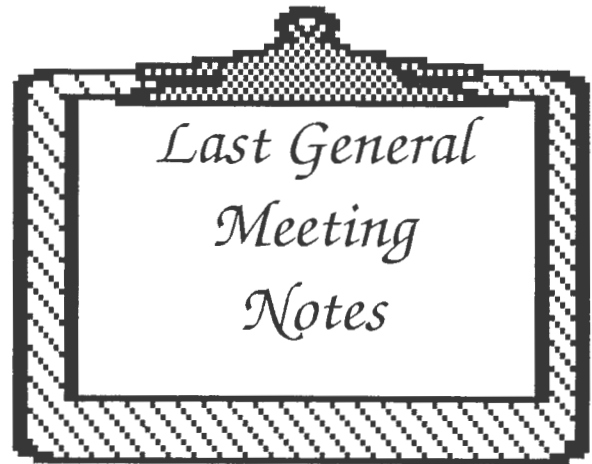
picture, and the yellow fonts which were brought in over a blank page where the yellow was in the same position on the palette as white was in TVTEXT. The strange thing was that the yellow on the monitor screen showed up as blue when the fonts were laid down over the video at the Cable Foundation TV Studio. This was a surprise to everyone and lots of engineers and technicians at the Studio got into the act, speculating and doctoring around to see why the vectorscope reading took a 180 degree turn after going through the SuperGen and then the Studio Control Genlock. This was something of interest as the Cable Foundation has been planning to purchase several Amigas in the near future.

As for the artist, she said she rather liked the variation in colors and left them in that way. She calls it her serendipity production method.

The animation was created on Deluxe Paint II and utilized by Deluxe Video in a separate session in our growing home video room. No one has figured out the color revolving problem at the studio control room yet, and a Green People Eater just wasn't going to hack it. No, turning the burst control on the SuperGen didn't make enough of a change to effect the outcome, and the color buttons had no effect at all. I suspect this was inherent in the way things were connected between the SuperGen and the studio switcher, like perhaps the genlock was not in direct circuit.

This remains an issue for another time

All this was made possible by the loan of a SuperGen as we haven't been able to afford one..Yet. Thanks to Bob Watson, a SACC member who makes videos for the Port of Sacramento. Well, Jan and Bob made a deal. She borrows his SuperGen for the WULFF PAC and then does some graphics for Bob! Where there's a connector, there's a way.

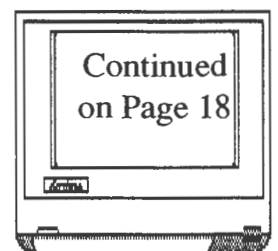


The meeting was called to order at 7:05 by president Ron Finlayson. Big news, believe it or not, the club received no mail this month, or at least none worth mentioning. Only one thing of extreme interest happened this month anyway. That one thing is from The Rumor Factory. The AMIGA 3000, yes this is real (I think). It isn't something like the A2500 rumor that we all remember so fondly I'm sure. Actually Commodore released the specs of the machine. I don't have room to print them here, but I'll put them on the club BBS Message section 1.

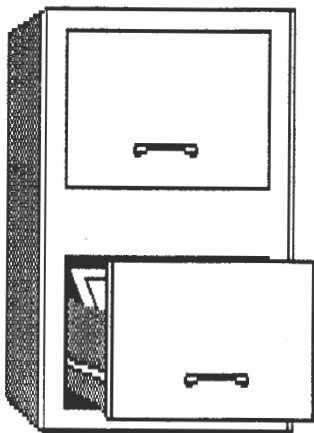
The meeting continued with questions. One question about how to download large files from the BBS came up. As some of you may know, if you upload something to the board, you are rewarded with double the time that you spent uploading. Because of that, those of us with 1200 baud (don't feel bad, I said US for a reason) can get those files that would otherwise be too large to download in 60 minutes. One note of warning though, the added time will only be added for that call, if you hang up and call back, you'll have the standard 60 minutes again. Of course you could always use this as an excuse to buy that 9600 baud modem...

Linda Marquess had an announcement about the November disk of the month. In the games drawer there is a file called "DAD". Some of you may have found it and termed it as being impossible, I did. Well it isn't. Linda did it and has the solution on the disk somewhere, but won't tell us where. Incidentally, it isn't all that hard to find, but you will need to do some typing in the CLI to get at it. If any of you succeed in finding a way to complete the puzzle in fewer mouse clicks let Linda know, her record is 69.

VIRUS ALERT...VIRUS ALERT...There appears to be a new virus floating around. The symptom- the inability to format disks. The prescription- use VirusX on the infected disk. One note



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about viruses if anyone doesn't already know. The best way to prevent to spread of a virus is to never do a warm boot (Ctrl-Amiga-Amiga) after downloading something.

Always check the program

first before copying it to another disk as well. This has been a VIRUS ALERT!

After break we returned to a pair of demos, Pac Mania and Roger Rabbit. If anyone can't guess, Pac Mania is a branch off of the ever popular Pac Man game, the main difference being that this game is in 3 dimensions. The Pac Manian goes through the maze, but now he can jump the ghosts as well as the blocks that are in his way. Pac Mania is a must for enthusiasts of the original game, but there is only one problem. The person that ran the demo of the program may have the only American copy of the program. It has already been released in Europe, but may never be released in this country, reason unknown. I'm sure you'll hear more about it as time goes on.

Roger Rabbit appears to be a great game, but the loading sequence is SLOW. If you think a grinding floppy drive is slow, you ought to see this. The program takes 6 minutes to boot up (thank Dennis Hayes for the precise figure, he timed it), and then if

you die you are returned to the CLI where you must reboot and wait another 6 minutes. I guess they never heard of great things like disk optimization and all that fun stuff. Oh well, enough ragging on the slow loading routine. The game itself looked very interesting and very hard. Ron Finlayson likes games, and appears to be fairly good at them, but he didn't get past the 1st screen in 6 rabbits! The graphics and sound in the part of the game were excellent, superb, stupendous, ect... (you get the point?) I think this game was worth the 6 minute wait.

Finally to the announcements this month. We have a new place where the Video SIG will be meeting. Consumnes River College has offered us there television department. They have an A2000 with a broadcast quality GenLock board in it. March 2nd is scheduled to be the first meeting at the College so until then we'll have to suffer in anticipation. Dave Wingfield and Lindsey Fong are the election board this year. All club offices are open as well as 2 Board of Directors spots. The more candidates the better. I'll be in Mexico next month and won't be able to write this column, so Merry Christmas, Happy Hanukkah, and Happy New Year. See you in '89!

(Editors Note; Thanks for the meeting info each month Brian, have fun in Mexico! Anyone care to fill in for December?)

In the Spotlight on Jan. 13 & 14 is the Amazing Color Printer.... *The Pixelmaster*

Computertime is proud to hold the Sacramento debut of this fantastic printer. Two days only - Jan 13 & 14. Come by and get a sample printed from the Amiga and Pixelmaster.

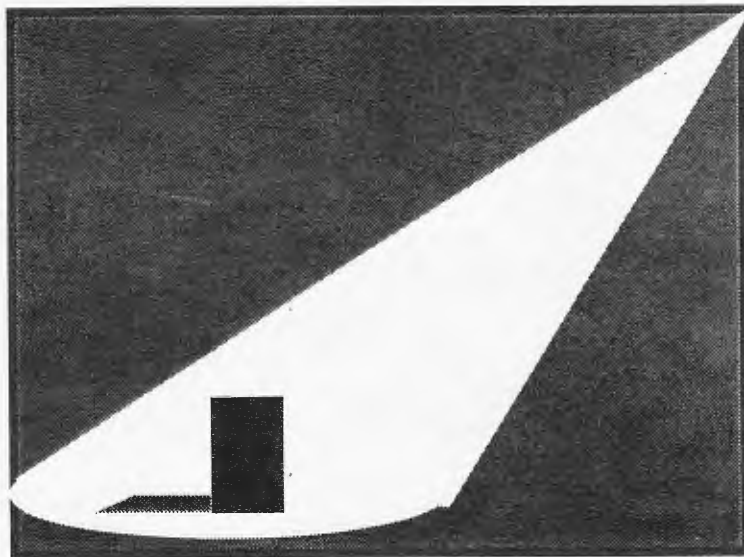
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Deadlines

All commercial ads and user articles can be uploaded to **SACC BBS** at **722-1133** or **648-1554**. The deadline for articles and space reservations for the February edition of **AMIGAZette** is **January 8th**.

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If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to **SACC**. Unless otherwise arranged, your ad and payment should be sent to:

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Sacramento, Ca 95819-0784
ATTN: AmigaZette Editor

Ad Location

Ad location (at this time) is on a **First-come-First-served** basis. Place your ad early for the best locations.

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May



June



July/August



September



October



November



December



AMIGAZette Highlights

MAY - CTRL(L) for Users - Ferrari Formula One - Developers Conference.

JUNE - Ram Prices Soaring - R@H - Future Sound - MIDI History - Soundscape - Trashcan!
- Hidden Words.

JULY/AUGUST - Member Spotlight - StarDrive - Dragon Tales - Plink Conference
- Subsystem 500 - Communication Port.

SEPTEMBER - F/A-18 - Three Stooges - Bards Tale II - Lattice C - Amigen VS. Supergen.

OCTOBER - Confession of a Sysop - View through the Hayes - CLI notes
- Amiga Transform 1.2.

NOVEMBER - Checks and Balances - A2090A - Escapes into 3-D.

DECEMBER - Stealth Fan Project - Installing 1.3 ROMS - Check and Balances - Amiga on TV
- Roger Rabbit - Hard Drives - Fantavision.

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